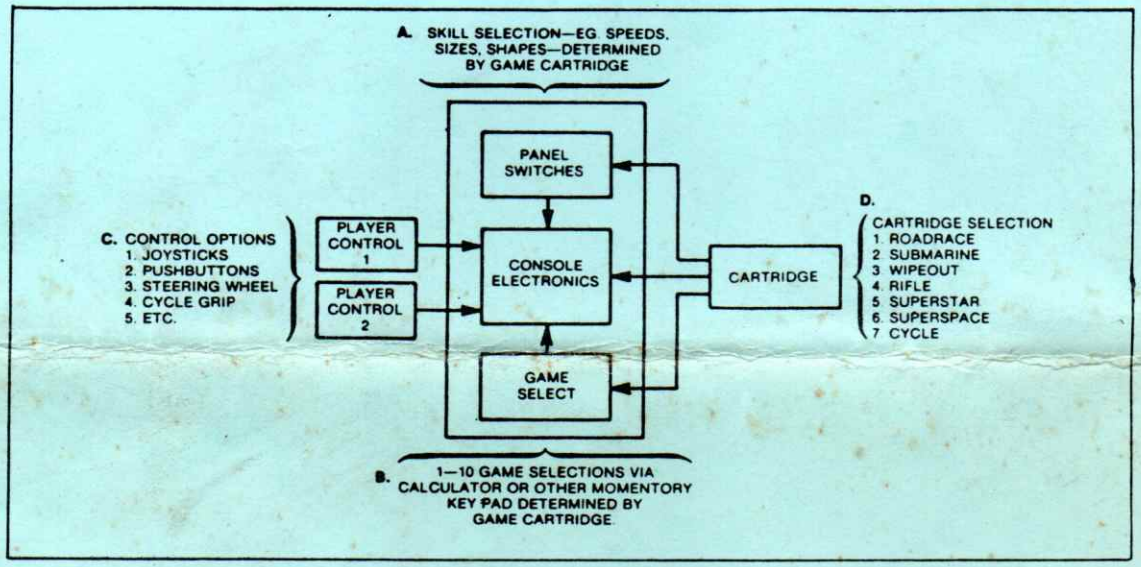
GIMINI "8600"

GENERAL INFORMATION

PROGRAMMABLE TV GAMES



GIMINI Economy "8600" Programmable Game System

ORBIT ELECTRONICS,
P. O. BOX 7176,
AUCKLAND, 1.

orbit

ELECTRONICS

HOW TO INSTALL

(i) Remove Games System from packaging

(11) Plug Mains Adaptor into rear of Gimini Control Unit.

(iii) Plug cartridge into the rear of Gimini Control Unit. The cartridge only fits into the blue edge ocnnector one way. Observe the instruction printed on the cartridge case.

(iv) Remove TV aerial cable from back of TV receiver.

(v) Plug Gimini coaxial cable into aerial socket on the back of the TV receiver. Under no circumstances should the Gimini output be connected to the household TV aerial.

(vi) Plug mains adaptor into 230 volt outlet and switch on mains power.

(vii) Switch the power on/off switch on the Gimini Control Unit to on.

(viii) Place the Games Selector Switch to mid position.

(ix) Depress the games reset switch.

(z) Turn power on to TV set.

(xi) Tune the TV receiver to Channel SEVEN (7). A colour picture will be obtained both sides of Channel SEVEN. Tune the TV receiver to the UPPER (or nearest to Channel EIGHT) picture. This will provide the greatest clarity. Ensure that the Lo/Hi Frequency Band switch (which is fitted to some models of TV) is switched to Hi. This then allows channels 5 to 10 to be selected. If necessary consult your TV receiver owners manual for instruction on this proceedure. Please remember: ALL TV receivers manufactured in NZ have the ability to receive all TEN CHANNELS so consult your TV owners manual. Some TV receivers have only four preset channel buttons, however these can be readily preset to ANY channel as detailed in the TV owners manual. The games picture will now appear on the screen.

(xii) Adjust the TV receiver volume control to mid position.

(xiii) Depress the Games serve buttons to put the game in motion.

(xiv) Adjust the Fine Tune control on the TV receiver until the sound is clearly heard.

(xv) Adjust colour, brillance, tone and volume controls to your particular requirements. The Games System is now ready for ACTION PLUS.

HOW TO OPERATE THE GAMES SYSTEM

CONTROL FUNCTIONS

ON/OFF. Turns power from Mains Adaptor to Gimini Control Unit, on.

GAME SELECTOR SWITCH

This slide control selects the different games available on the cartridge by sliding the switch with a sideways motion.

SMALL/LARGE

These two switches either decrease the size of the bats or ball and introduce a greater degree of skill required for the game.

PROFESSIONAL/AMATUER

This also adds a greater degree of skill to the games by increasing the ball speed (after seven hits by the bats).

RESET

This resets the on screen scoring to zero and repositions all the characters to allow a new game to commence.

SERVE BUTTONS

These two buttons act as serve controls and fire buttons on different cartridges. In some instances both the serve buttons must be depressed at once to commence the serve.

JOYSTICK CONTROLS

These provide movement for the bats/cars/submarines etc, in usually both vertical and horizontal movements.

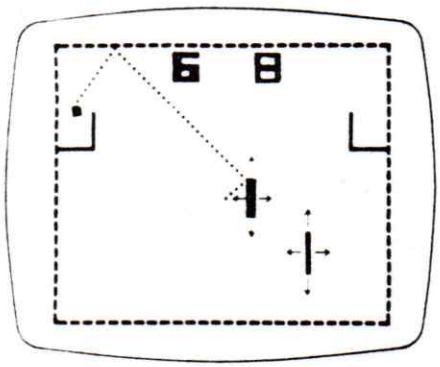
CARE AFTER PROLONGED USAGE

The manufacturer recommends that the CARTRIDGE CONTACTS should be cleaned regularly. Wipe the contacts with alcohol or similiar agent. The cleaner MUST NOT CONTAIN an abrasive or corosive element.

REMEMBER - THE GIMINI VIDEO GAMES SYSTEM IS A COMPLEX ELECTRONIC DEVICE AND MUST BE TREATED DELICATELY.

the new game in town

10 new tv games

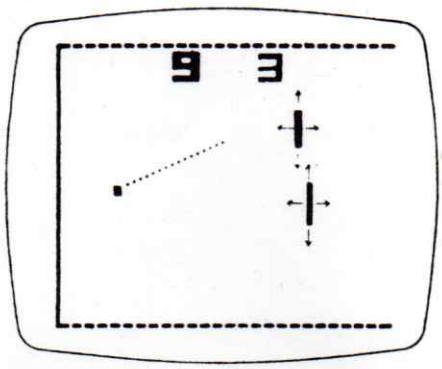


Basketball

The basketball games use the closed playing area as shown above. The players must deflect the ball and cause it to enter the top of the goal to score. The game starts when both players depress the service buttons. The ball moves from the serve point with a random angle in either direction.

Solo Basketball

Solo basketball is a one player game which utilizes only the left basket. The right counter displays the number of hits the player makes without scoring while the left counter shows the number of baskets made. Play starts when the right serve button is depressed.

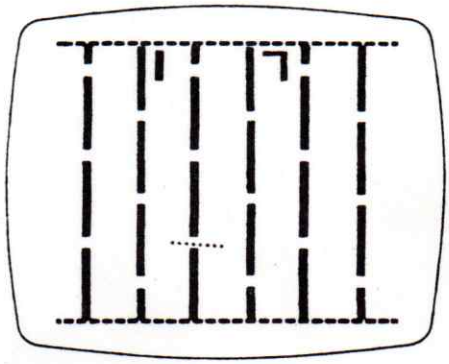


Squash

This game uses a playing area as shown above. Each player can move over the whole court. The game will start when the player whose service it is, depresses his service button. The ball moves off with a random angle toward the front wall. The colour of the ball will change to the colour code of the next player to hit the ball. Should the wrong player intercept or be hit by the ball it will be considered a fault. Points will only be given if won on player's own service. Points won on opponents serve will only cause a service change.

Solo Squash

This game is a single player squash. The right score counts the number of successive hits in the current game (to a maximum of 15), the left score the number of volleys played.

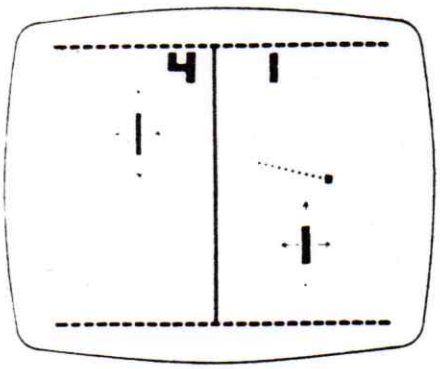


Gridball

This game uses a playing area as shown above. Each player has three sets of vertically moving barriers to block the ball from approaching his end and opening in the barriers to permit the ball to advance toward the opponent's end. The game starts when both players have depressed their service buttons. The ball moves away from the face off point with a random angle in either direction.

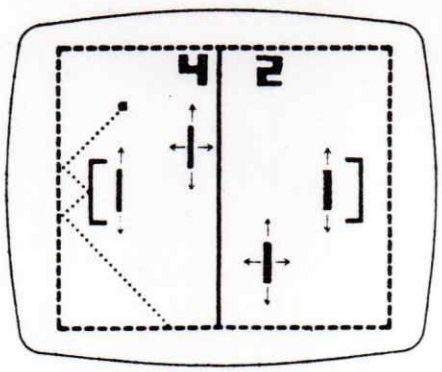
Target

Both target games have a black target square which moves across the screen at random. The players have individually controllable crosshairs. The object of the game is to align the crosshairs on the target, and then to press the trigger (serve) button. The score shows each player's tally of hits.



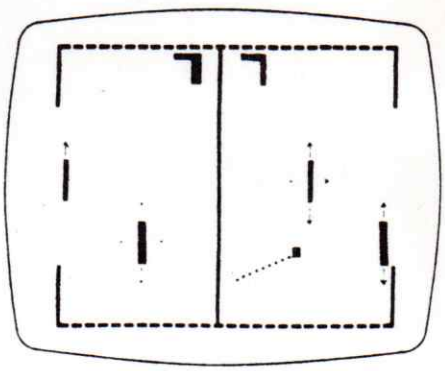
Tennis

This game uses a playing area as shown above. Each player can only move around his side of the court. The game will start when the player whose turn it is to serve, depresses his service button. The service will automatically change every five points scored. At service the ball will move away from the service point with a random angle but always toward the net.



Hockey

This game uses a playing area as shown above. The forwards on both sides have freedom to move over the entire playing area. The goal keepers will be locked in the horizontal axis in front of their respective goals but will move in the vertical axis in the same manner as the forwards.
The game starts when both players have depressed their service buttons. The ball will move away from the face off point with a randomly selected angle in either direction.



Football

This game uses a playing area as shown above. The motion of the players is as in the hockey game. The game will start when the loser of the previous goal depresses his service button. The ball will move away from the kickoff point with a randomly selected angle but always towards towards the goal of the winner of the previous goal.

Solo Target

This is a one player game. The left counter shows the number of misses, while the right counter shows the number of hits.

Manufactured and marketed by ORBIT ELECTRONICS *Auckland.*

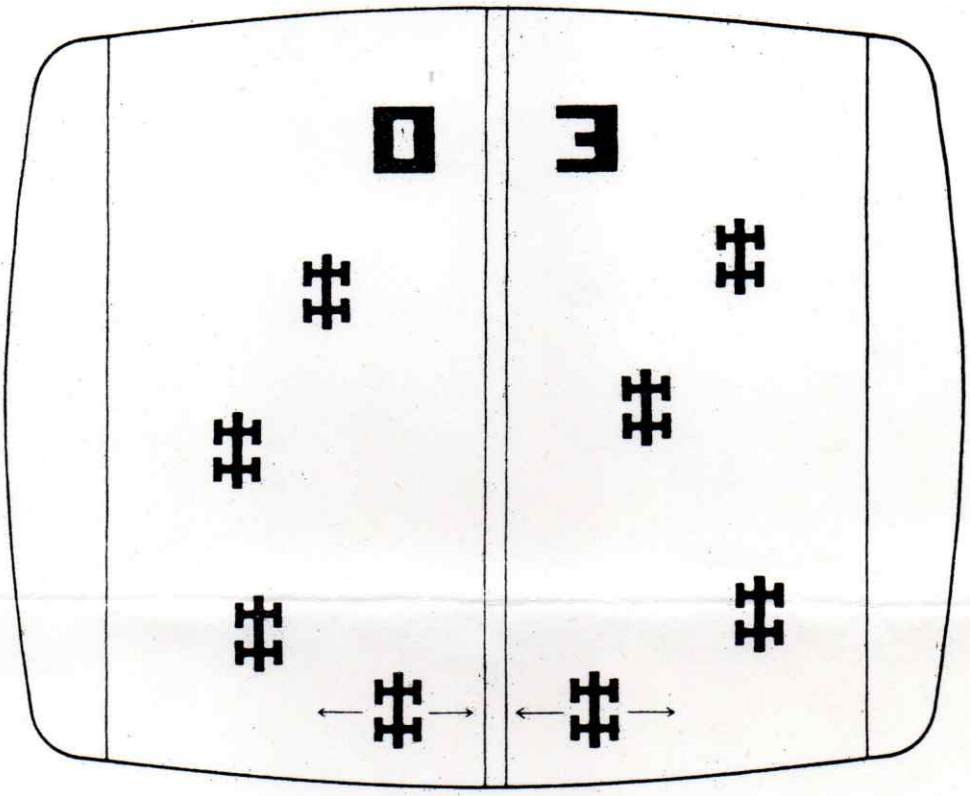
PROGRAMMABLE TV GAME

GIMINI Economy "8600" Programmable Game System

THE
VERY
POPULAR

car race

GAMES
CARTRIDGE



Roadrace (2 player)/ Quality (1 player)

A typical T.V. screen display for the game is shown above. One driver for each car located at the bottom of each track controls his horizontal position only. After the game is reset the game starts as the picture produced simulates a race track in motion where each driver must maneuver his car around the other cars on the track. Both tracks have the same random obstacle car pattern with two visible per track, the pattern on the right is 24 lines ahead of the left pattern. This produces random cars on both tracks at one time with the same degree of difficulty for each driver. Video speeds increase every two seconds up to a maximum of seven speeds forward or until either player crashes his car into an obstacle car. Upon a crash, the video motion will stop and a crash sound will be generated. When the game restarts, the forward motion will start from slow and progress in speeds once again.

Simulated engine sound is produced during the game. The engine starts from low and increases in pitch at four second intervals during motion to simulate shift points during the game progress. Every crash scores one point for the opponent. Scores are shown over each track.

The one-player game selection removes the car image on the right track and left driver plays. A point is scored for the driver after passing every eight consecutive obstacle cars. Every crash gives the game (right track) score one point. The first player or game to score 15 ends the game in either one or two player selection.

In order to obtain duel player game, depress PRO-AM switch to "PRO" and depress yellow bat switch to "LARGE".

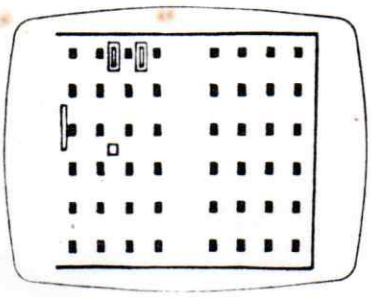
Manufactured and marketed by ORBIT ELECTRONICS, P. O. BOX 7176, AUCKLAND, 1.

PROGRAMMABLE TV GAME

GIMINI Economy "8600" Programmable Game System

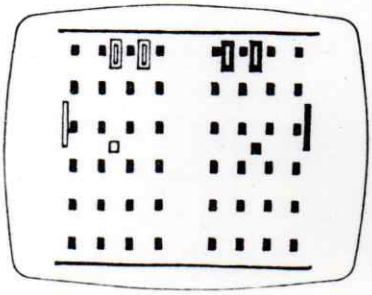
'break-out'

In all the Wipeout and Color Squares games, the boundaries (including the mid-court barrier when present) act as normal reflecting walls obeying the normal laws of reflection. Where there is no end wall, the ball will go "out" if missed by a bat and then be presented in one of the serve positions. The "size" or handicap switches on the main game console alter the size of the left player's bat (left switch) and the size of the ball (right switch). The right bat is only altered in size for one-player/two-bat games when it follows the left bat in size. The "Pro/Am" switch on the main console produces fast ball in the "Pro" position at all times. (Note that the above comments on the handicap switches and the "Pro/Am" switch also apply to the two breakthrough games). In one-player/two-bat games the right bat follows the same vertical co-ordinates as the left bat. It is coloured as for a right bat even though controlled by the left paddle. All one-player games use the left controls (paddle and serve button). In the Wipeout games, squares are eliminated by contact with the ball no matter what colour the ball is at the time of contact. In the Color Squares games, squares are only eliminated by contact with the ball when ball and square colour match. If the colours do not match, ball and square are "transparent" to each other. In the descriptions below, "bats" refer to the on-screen presentation of the bats and "paddles" refer to the player controls that are manipulated to control the on-screen bats.



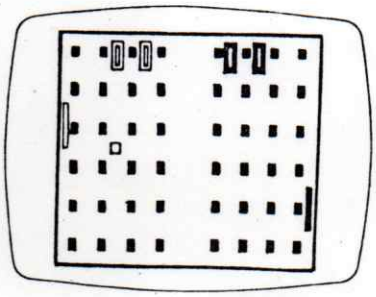
WIPEOUT I (Sw9)

This game selection uses a playing area as shown above. It is a single-player game with one bat in which the player manipulates his paddle in the vertical axis after manually serving the ball. The objective is to eliminate all 48 squares. The single counter is incremented for each square eliminated. the game ends after seven serves or when all the squares are eliminated.



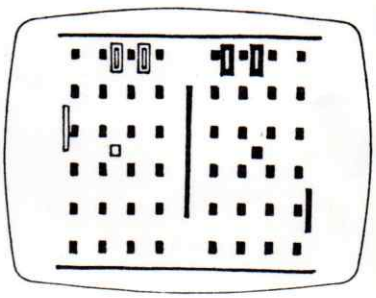
WIPEOUT II (Sw5)

This game selection uses a playing area as shown above. It is a single-player game using two bats in which the player manipulates the paddle in the vertical axis after manually serving the ball. Ball colour will be determined by last bat contact or last bat to miss if the ball goes "out". Each of the two counters is incremented for each square eliminated depending on ball colour at the time. The game ends after seven serves or when all squares are eliminated.



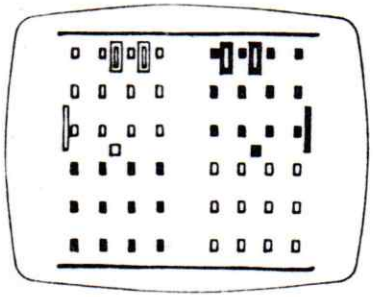
WIPEOUT III (Sw3)

This game selection uses a playing area as shown above. It is a two-player game in which each player manipulates his paddle in the vertical axis. There is only one serve,by the left player, the ball remaining in play until the game ends. Ball colour is determined by the last bat contact. Each player's score counter is incremented when each square is eliminated by the ball when it is his colour. The game ends when all squares are eliminated.



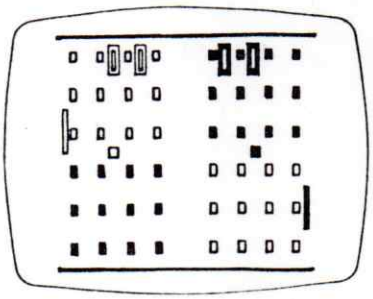
WIPEOUT IV (Sw1)

This game selection uses a playing area as shown above. It is a two-player game in which each player manipulates his paddle in the vertical axis after the ball has been served. Ball colour is determined by last bat contact or last bat to miss if the ball goes "out".Left player has the first serve, thereafter serve depends on which bat misses the ball. Each player's score counter is incremented when a square is eliminated by the ball when it is his colour. The game ends when all 48 squares have been eliminated.



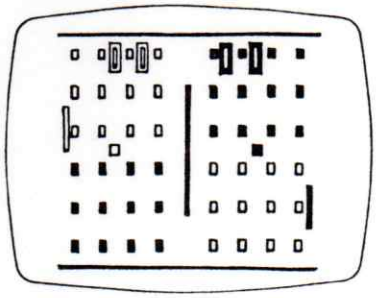
COLOR SQUARES I (Sw10)

This game selection uses a playing area as shown above. It is a single-player game using two bats in which the player manipulates the paddle in the vertical axis after manually serving the ball. Ball colour is determined by last bat contact or last bat to miss if the ball goes "out". Each of the two counters is incremented when a square of the same colour is eliminated. The game ends after seven serves or when all squares of one colour are eliminated.



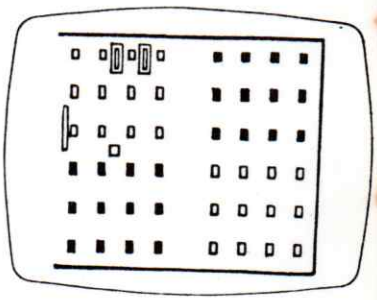
COLOR SQUARES II (Sw6)

This game selection uses a playing area as shown above. It is a two-player game in which each player manipulates his paddle in the vertical axis after the ball has been served. Ball colour is determined by last bat contact or last bat to miss if the ball goes "out". Left player has the first serve, thereafter serve depends on which bat misses the ball. Each player's counter is incremented when one of his colour squares is eliminated. The game ends when one score counter reaches 24.



COLOR SQUARES III (Sw4)

This game selection uses a playing area as shown above. It is a two-player game in which each player manipulates his paddle in the vertical axis after the ball has been served. Ball colour is determined by last bat contact or last bat to miss if the ball goes "out". Left player has the first serve, thereafter serve depends on which bat misses the ball. Each player's score counter is incremented when one of his colour squares is eliminated. The game ends when one counter reaches 24.



COLOR SQUARES IV (Sw2)

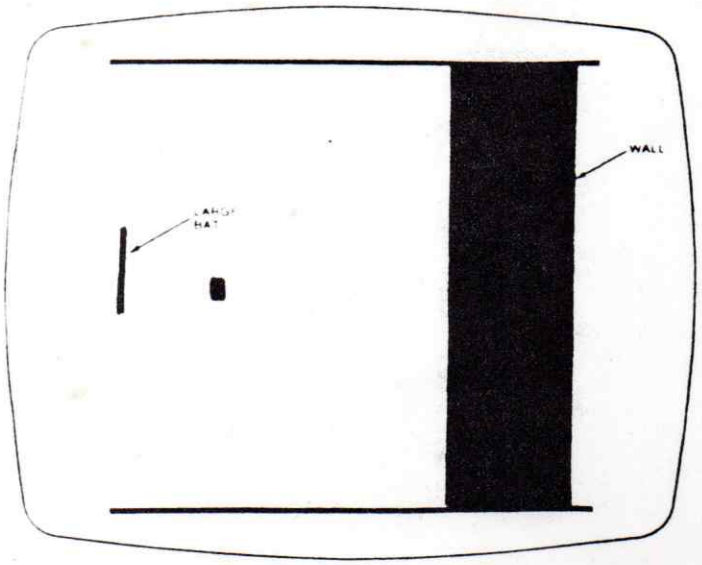
This game selection uses a playing area as shown above. It is a single-player game with one bat in which the player manipulates his paddle in the vertical axis after manually serving the ball. Ball colour is determined by direction of travel,changing colour on contacting the end wall. The single counter is incremented for each square eliminated but note that the colour match rule still applies for elimination to take place. The game ends after seven serves or when all the squares are eliminated.

Manufactured and marketed by ORBIT ELECTRONICS, P. O. BOX 7176, AUCKLAND, 1.

PROGRAMMABLE TV GAME

GIMINI Economy "8600" Programmable Game System

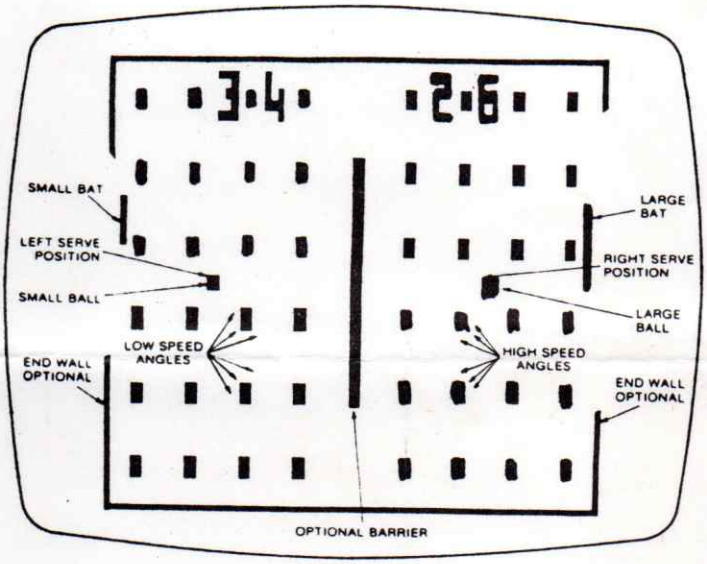
'break-out'



THE VERY POPULAR **10** GAMES CARTRIDGE

Breakthrough I

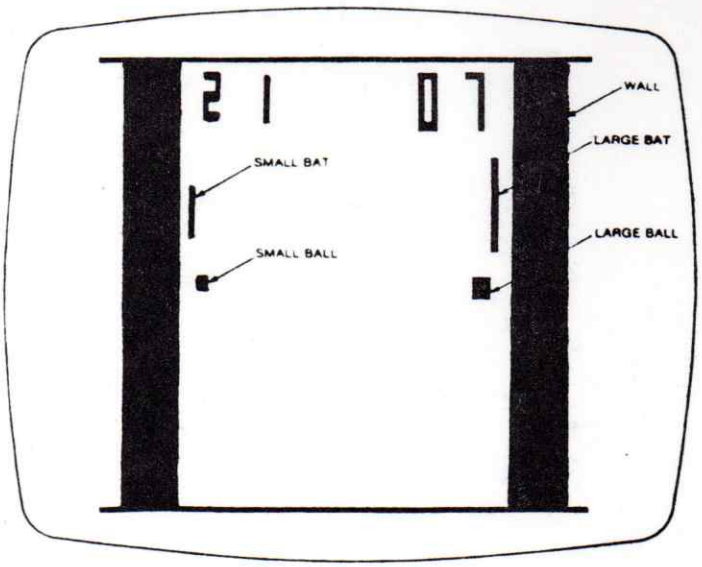
This game selection uses a playing area as shown above. It is a single-player game in which the player manipulates the paddle in the vertical axis after manually serving the ball. The objective is to break through the end wall and score on as many blocks as possible. The game ends after either seven serves or the first breakthrough.



Wipeout I-IV
Color Squares I-IV

In the Wipeout and Color Squares games, the object is to eliminate squares in the playing area by controlling the ball rebound angle off the bat(s). Variations include one-player/two-player games, optional end walls, optional mid-court barriers, and size/speed/angle selections.

Game	#Players	#Bats	Barrier	End Walls
Wipeout I	1	1	NO	RIGHT
Wipeout II	1	2	NO	NO
Wipeout III	2	2	NO	RIGHT & LEFT
Wipeout IV	2	2	YES	NO
Color Squares I	1	2	NO	NO
Color Squares II	2	2	NO	NO
Color Squares III	2	2	YES	NO
Color Squares IV	1	2	NO	RIGHT



Breakthrough II

This game selection uses a playing area as shown above. It is a two-player game in which each player manipulates his paddle in the center of the playing area in the vertical axis. The ball is kept in motion by each player trying to protect the wall behind his paddle. If a player misses a hit with the paddle, the ball will hit the wall and one block will disapear and the score will increment for the opposite player. The objective of this game is to knock out as many blocks to get a high score before breaking through the wall. The first player to hit the ball through an open section of a wall ends the game.

Manufactured and marketed by ORBIT ELECTRONICS, P. O. BOX 7176, AUCKLAND, 1.

PROGRAMMABLE TV GAME

GIMINI Economy "8600" Programmable Game System

THE VERY POPULAR

warfare

GAMES CARTRIDGE

Sea Battle (2 player)

One player controls the horizontal movement of the destroyer and the other player controls the horizontal movement of the submarine. The engine sound of the destroyer will be fast for either left or right movement and slow for no movement. Both the submarine and the destroyer will stop for a center position of the joystick. The cargo ship moves across the upper part of the screen at a fixed speed. The submarine player fires torpedoes to score 1 point for hitting the cargo ship and scores 2 points for hitting a restricted area of the destroyer. If the SKILL Switch #1 is off, the submarine player scores a point if the torpedo hits any area of the destroyer.

The destroyer player drops depth charges at the submarine and scores a point for hitting an area close to the submarine and scores 2 points for a direct hit if the SKILL Switch #2 is on.

A hit of the torpedo on the cargo ship or the destroyer will cause the cargo ship to disappear for the duration of the explosion and the destroyer ship will change color. A depth charge hitting the submarine will cause the submarine to change colors during the explosion.

Neither ship is allowed to go off-screen and only one torpedoe will appear on the screen at any time, rising from the submarine to either strike a ship and cause an explosion or disappear. Only one depth charge will appear on the screen at any time, falling from the destroyer to explode on the submarine or disappear when hitting the sea bottom.

Sounds include a destroyer engine, submarine sonar, depth charge or torpedo firing, and explosions. The game is over when either player scores 30 points.

Counterattack I (1 player)

One player controls the horizontal movement of the submarine and fires torpedoes at the destroyer ship. There is no cargo ship in this game. The destroyer ship moves across the screen dropping depth charges. As the depth charge falls it will either hit the submarine and cause an explosion or hit the sea bottom and drop another depth charge.

The player scores 1 point if the torpedo hits any area of the destroyer (SKILL Switch #1 is off). 2 points are scored if the torpedo hits a restricted area of the destroyer and SKILL Switch #1 is on. Points against the player are scored if the depth charges hit the submarine. 1 point is scored for a hit close to the submarine and 2 points for a direct hit if SKILL Switch #2 is on.

When either ship has been hit an explosion will occur and the ship that was hit will change color. It is possible that both ships have been destroyed at the same time.

The sounds include the destroyer ship engine, submarine sonar, torpedo firing, and explosions. The game is over when either the player scores 30 points or the destroyer has accumulated 30 points.

Counterattack II (1 player)

One player controls the horizontal movement of the destroyer and the firings of the depth charges. This player must protect his ship and the cargo ship from the torpedoes fired automatically from the submarine. As the submarines torpedoes destruct from a ship impact, another torpedo is launched after the $3\frac{1}{2}$ second explosion. Torpedoes that miss the destroyer ship or the cargo ship will disappear in the air and a new torpedo will be launched. The submarine moves across the screen reversing its direction at each edge of the screen.

The scoring for this game is the same as for the previous games. The sounds include the destroyer ship engine, submarine sonar, depth charge firing, and explosions. The game is over when either the player scores 30 points or the submarine has accumulated 30 points.

MOVEMENT

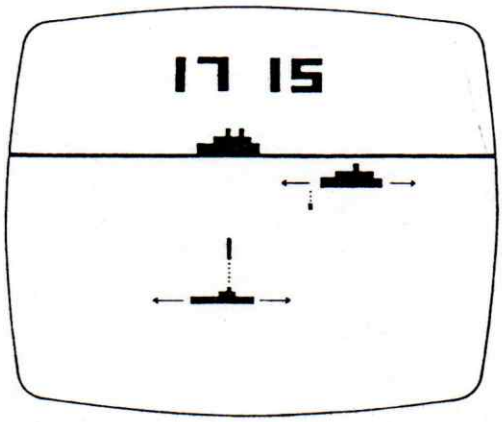
The cargo ship will traverse the screen in 16 seconds.

The destroyer ship will traverse the screen in 5.3 seconds.

The submarine moves across the screen in 8 seconds.

The torpedo rises at a rate of 1 line per frame. To move the 100 lines to hit the destroyer will take 1.67 seconds.

The depth charge falls at a rate of 1 line every 2 frames. To hit the submarine will take 3.34 seconds.



Night Battle (2 player)

One player controls the horizontal movement of the destroyer and the other player controls the horizontal movement of the submarine. The cargo ship traverses the screen, changing directions when it reaches the edge of the screen. This game plays just like the 2 player - Sea Battle - except that the only time the submarine is visible is when a torpedo has been fired. Likewise the cargo ship and the destroyer are not visible until a depth charge has been dropped. Scoring, SKILL Switch selections, and sounds are the same as described in - Sea Battle -.

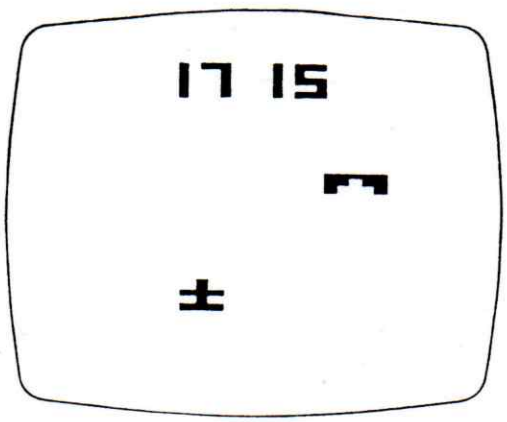
Space Battle I (2 player)

One player controls the Space Warp 1 vehicle and the other player controls the Space Warp 2 vehicle. Missiles are fired from one ship toward the other. There is no equivalent of a cargo ship from the sea battle games in this space game. The object is to fire your missiles at your opponent's vehicle and score either 1 or 2 points for the type of hit dependent on the SKILL Switch setting. The sounds include a space background and sounds for missile firings and explosions. The game is over when either player reaches 30 points.

Space Battle II (2 player)

This two player game is very similar to the Space Battle I game except that the space vehicle is only visible when it has fired a missile.

These two games are displayed in Monochrome operation only.



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PROGRAMMABLE TV GAME

GIMINI Economy "8600" Programmable Game System

THE VERY POPULAR

motorcycle

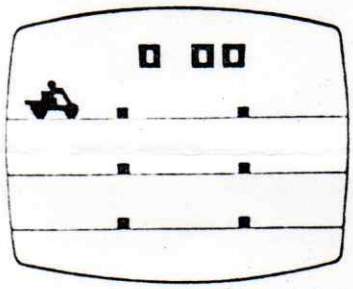
GAMES CARTRIDGE

MOTOCROSS

As the throttle speed is increased, the bike and rider move across track 1 at a rate determined by the throttle controller setting. Motocross has no speed shifting. Located on each of the three tracks are obstacles. The PRO'/AM' option switch selects the number of obstacles per track. The easier mode has one obstacle per track and the harder mode has two obstacles per track.

The object of this game is to traverse the three tracks in the shortest time, doing a "wheelie" over each obstacle. The score counters record the run time in the same manner as the Drag Race game.

In Motorcross the crash is not caused by accelerating too rapidly. The crash is caused by not doing a "wheelie" over an obstacle. In the "wheelie" position, the bike will have the front wheel lifted off the track. A crash into an obstacle will flip the bike upside down and produce the screech sound. The score resets at the end of the crash.



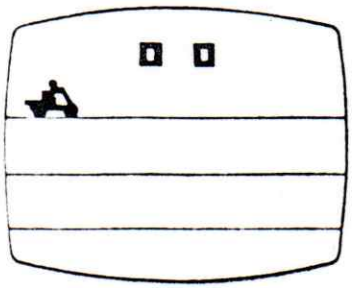
MOTOCROSS

DRAG RACE

The object of this game is to reach the end of track 3 in the shortest time. The three-digit score is automatically reset as the rider first begins to move on track 1 and the score is incremented until the game is over. The score appears centred on the screen above track 1, and remains until the start of the next game.

Drag Race requires a speed shifting to achieve the lowest time scores. As the throttle speed is increased and the rider begins to move, the bike is in speed one and moves at a set rate across the screen. The only way to accelerate the bike motion is to return the throttle to a "slow" position and then return to a "fast" position. This shifting procedure will move the bike into speed 2, which will then go across the screen at a faster rate. Another "shift" will allow speed 3.

A PROFESSIONAL/AMATEUR switch is provided to select a difficulty factor. In the professional mode, a crash occurs if the player tries to increase the throttle speed too rapidly. A crash will flip the bike and rider upside down, and the sound will be a high-pitch screech. At the end of the crash, the bike and rider are reinitialised on track 1, and the score reset. In the easy mode, no crash is allowed.

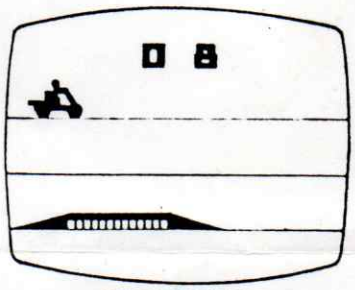


DRAG RACE

STUNT CYCLE

The object of this game is to control the throttle speed to properly jump the ramp and buses located on track 3. The game begins with 8 buses and with each successful jump over the ramp and buses, an additional bus appears. The game is over when the maximum number of errors has been reached, which is 3 or 7 errors depending on the position of the PRO'/AM' switch or when 36 buses have been jumped, in which case the screen will fill up with buses. The game is then started by reselecting the Stunt Cycle game input.

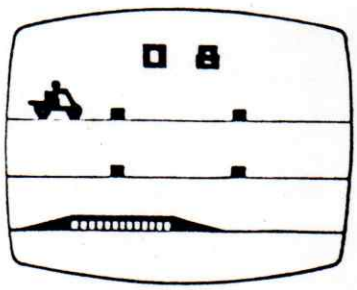
Errors are caused by accelerating too rapidly, insufficient speed to clear the buses, or landing too far past the back ramp after the jump. The bike and rider flip upside down and a screeching sound indicates an error. The score records the number of errors in the first digit and the number of displayed buses in the next two digits.



STUNT CYCLE

STUNT CYCLE SECTION

These are games for one player who controls the speed of a motorbike and rider. At the start of each game, the motorbike and rider are stationary at the upper left-hand side of the TV screen. As the player turns the throttle controller, the motorbike and rider move across the screen on track 1. The motorbike sound starts with the bike movement and as the bike and rider accelerate, the motorbike sound reflects these speed changes. The motorbike wheels have an appearance of rotating at a speed also related to the throttle setting. At the end of track 1, the bike and rider reappear on track 2 at the left-hand side, and likewise at the end of track 2, the bike appears on track 3 at the left-hand side of the screen. Movement of the bike and rider on track 3 over the right-hand edge of the screen causes a reinitialisation of the bike and rider to the left of the screen on track 1. There is no further movement until the throttle is reset to a slow speed and then increased again. The playing field for each game is shown opposite.



SUPER STUNT

SUPER STUNT CYCLE

This game is similar to Stunt Cycle with the addition of obstacles on track 1 and track 2. The object is to do a "wheelie" over each obstacle and then adjust the throttle for the correct speed to jump the buses on track 3. The PRO'/AM' option switch selects 2 obstacles per track and allows 3 errors per game in the harder mode, and 1 obstacle per track and 7 errors per game in the easy mode. Errors are caused by accelerating too rapidly, not being in the "wheelie" position over the obstacles, insufficient speed to clear the buses, or landing too far past the back ramp after the jump. The score records the number of errors and the number of buses displayed, the same as in the game of Stunt Cycle.

Manufactured and marketed by ORBIT ELECTRONICS, P. O. BOX 7176, AUCKLAND, 1.